ELECTRONIC PRESS KIT

Meissan Art

Cœurs Maudits

A HAND-DRAWN SHORT ANIMATED FILM

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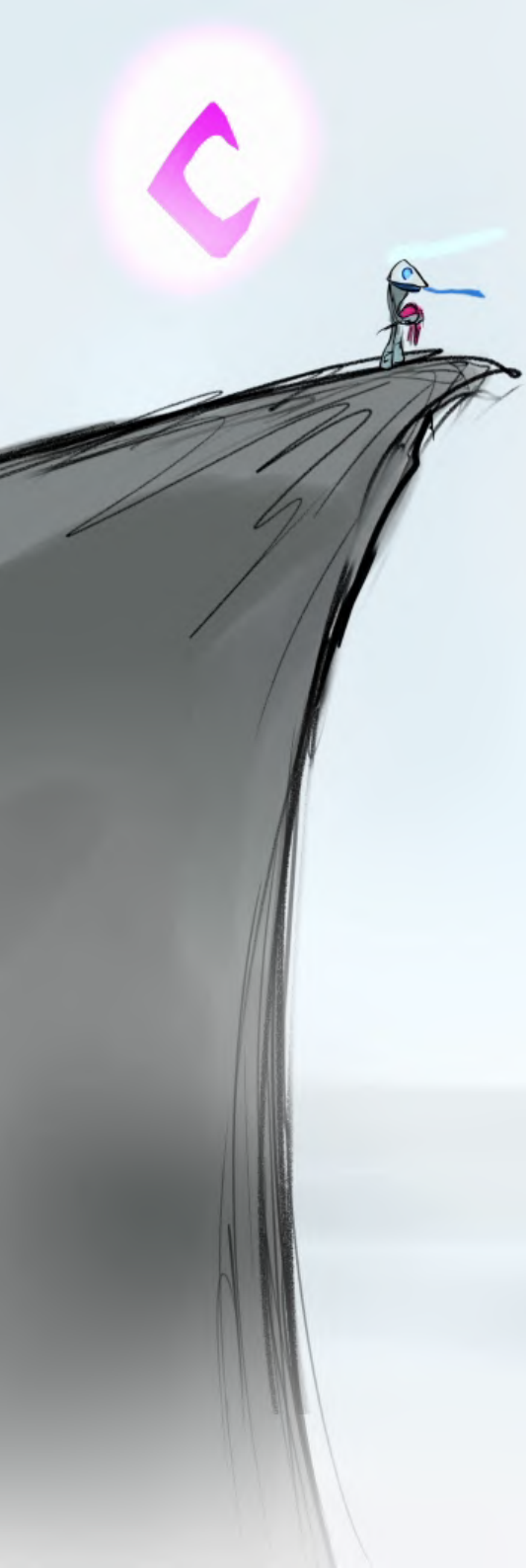


PITCH

A revenant awakens from a long sleep and encounters a mysterious creature on his path...

Détails techniques :

- Completed: juillet 2025
- Origin country: France
- Runtime: 14:08
- Language: no dialogue
- Aspect Ratio: 16x9
- Resolution: 1920x1080p
- Frame Rate: 25 fps & 24 fps
- Formats: DCP, Mov (ProRes), MP4
- sound: Stéréo

SYNOPSIS

A revenant awakens from a long sleep, in a world unknown to him. Lost in a ruined kingdom, he meets a strange creature in distress and decides to rescue it to an isolated village... But there, nothing will go as planned.

MEISSAN MEHDI

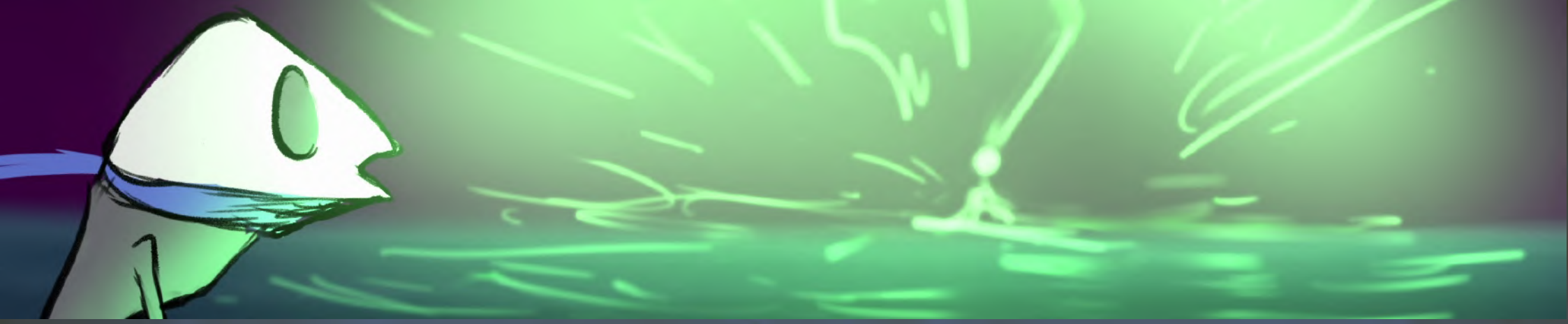
CREATOR, DIRECTOR & ANIMATOR

Based in the heart of Lower Normandy, Meissan **taught himself** drawing and animation through numerous books and online resources, notably those of Richard Williams and Aaron Blaise, **developing the fundamentals of drawing and visual storytelling.** At the same time, he studied several books on **screenwriting.**

In 2022, ***Princess Alyetta*** was published via the **Webtoon platform** and received a positive reception from its readers. After earning a **degree in Web Design** from the *Creative Tech School* in Caen, Meissan **participated in several conventions** in Normandy and France to showcase his work, while also working on illustration commissions for artisans and retailers.

In 2025, he **participated in KinoCaen**, one of the largest film festivals in France, where he met Alexis Lamare and Clémentine Moser. It was there that he produced and presented his first animated short film, ***Alone in the Sky***, entirely **conceived in less than three days** and warmly received by the audience.

Since 2024, he has also launched his own **e-commerce site** dedicated to the sale of illustrations and creations from his original universes, ***meissan-art.fr***



DIRECTOR'S STATEMENT

Developed in just a few months and self-produced from start to finish, Cursed Hearts is a short film I carried out single-handedly, from writing to animation, including character design, storyboarding, and final production. This film is the direct expression of my personal vision.

Through this work, I revisit the great gothic and monstrous tales (werewolves, vampires, revenants) in a new and intimate form. But behind these familiar symbols, I seek above all to explore profoundly human themes: loneliness, rejection, the quest for love, and resilience in the face of hatred and misunderstanding.

The idea for this project was born from a romantic experience where, despite my desire to help and support, this person projected their hatred onto me. Without being an autobiographical story in the strict sense, Cursed Hearts translates this intimate part of my experience into a visual and emotional adventure. My wish is to share this sensitivity through the hero, but also to arouse an ambivalent attachment towards the Mutant.

More than a linear story, Cursed Hearts is a sensory experience. The universe and the narrative are designed so that the viewer shares the hero's loss of bearings. Everything is designed to prioritize feelings over logic, and to leave room for questions rather than answers.

This short film is intended as an opening, the first few minutes of a feature-length project in development. My ambition is to deepen this exploration of feelings and the need for love, essential to our humanity.

Through hand-drawn, raw, and scribbled animation, I seek to bring this world to life through my lines and gestures, as a direct link to the viewer's instincts. If this film succeeds in conveying this feeling of solitude and attachment to the characters, and touching those who identify with it, then my goal will have been successful.

ALEXIS LAMARE

COMPOSER / DESIGN & SOUND MIXING

A guitarist since the age of 15, Alexis discovered a passion for music early on. After **three years** at the *Cherbourg Conservatory*, he chose to continue his **studies on his own.**

Curious to discover other instruments, he began learning the bass, keyboard, and saxophone in 2018, with the idea of composing full pieces.
This approach naturally led him to **computer-assisted music (CAM)** and **post-production**, allowing him to record himself.
He completed training in audio mixing in 2021.
Since 2024, Alexis has been recognized as an Artist-Author: he **composes for videos and short films**, while also offering **recording and mixing services.**
He also **produced an album** with *La Caisse à Musique*, in collaboration with a musician friend. A **self-released EP and album** are currently in preparation, with a planned release in late 2025.

Facebook / *Spotify*

CLÉMENTINE MOSER

SINGS & VOICES

Passionate about literature and languages, Clémentine Moser first studied classical and modern literature (Hypokhâgne, Khâgne) before obtaining a master's degree in political sociology.

In 2017, she entered the *École Claude Mathieu* to become an actress, alongside her **operatic singing studies**, which she is currently completing at the CRR in Paris. In 2021, she provided musical assistance to Xavier Brière on the creation of Le Misanthrope with the students of Group 15 at EDT91, the beginning of her work at *EDT91*, where she has since taught vocal and choral techniques. **She is an actress, singer, and choir director** for the *Gabbiano Company* from 2022 to 2024.
Currently performing in *Dancing Familia*, a collective creation by the *Nectarines Company*, for which she wrote the text (on tour), she has been working since 2024 with Plein Jour on their annual opera outreach project, which takes place at *the Théâtre des Bouffes du Nord*. She continues to **blend theater and operatic singing** in projects with a more cabaret aesthetic, such as the *Drag Opera* (Avignon 2025) or *À quoi bon vouloir être aimé ?"* (premiered in Paris in February 2025).

Facebook

LÉO DUMONT

VOICE

A puppeteer with the collective *"faire ailleurs"* and the *"compagnie remue ménage"* (Remouche Household Company), he is a musician with *"La Caisse a Musique"* and a **composer-performer.**

THE IMPORTANCE OF THE SOUND PART

"Since the film contains no dialogue, the sound dimension was essential to design. It had to contribute as much to the narrative and emotion as the images themselves, in order to bring this unique and imaginary world to life.

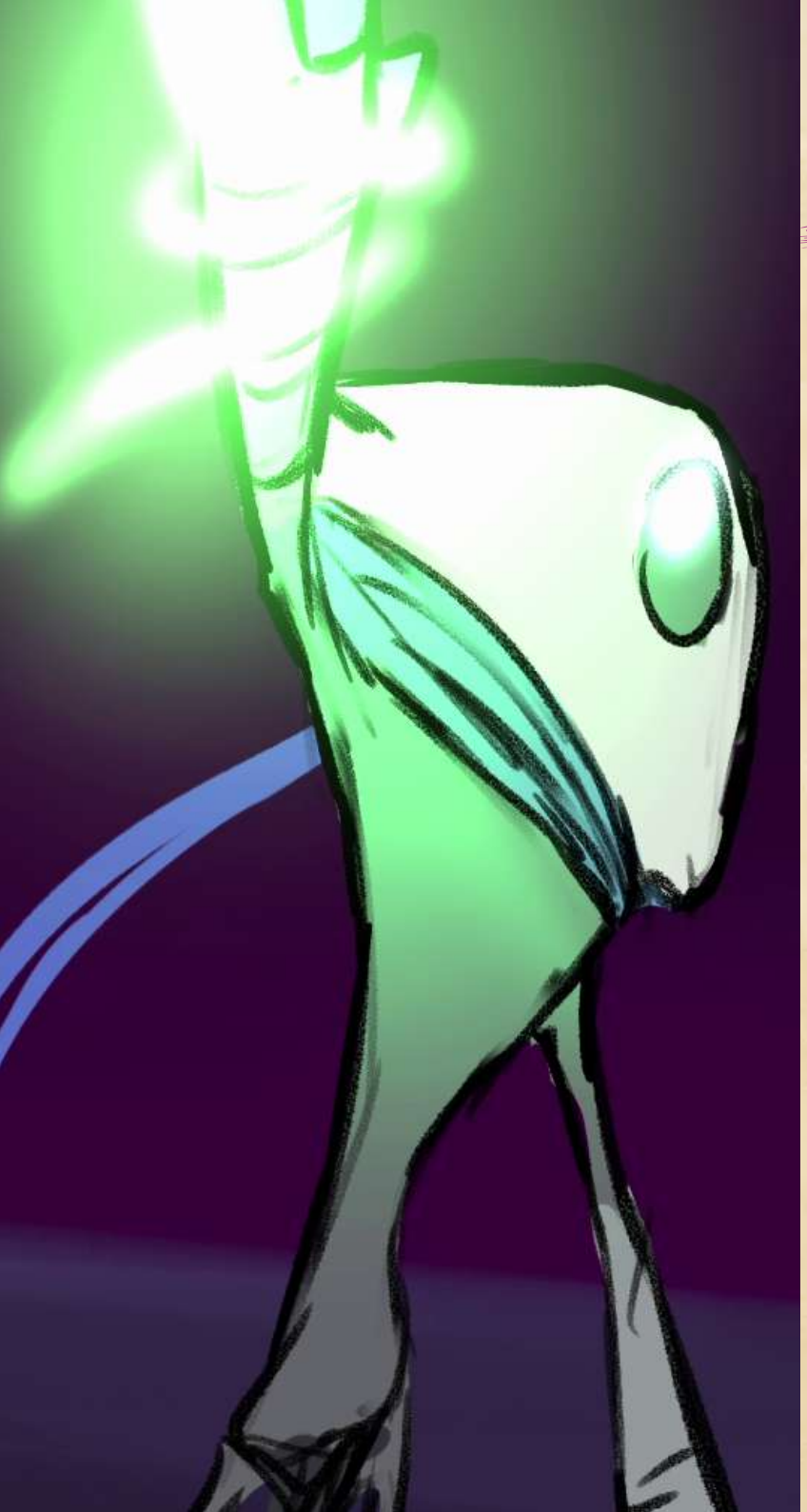
The music guides the narrative through its rich variety of themes: by turns discreet, dramatic, and epic. The songs amplify the great emotional moments and mark key points in the story, adding a human touch intended to deeply touch the viewer. The soundtrack was designed to be present without ever being intrusive, leaving room for silences and gaps in sound, which reinforce the feeling of solitude experienced by the protagonist.

Every sonic detail contributes to densifying the universe and providing valuable reference points for the viewer. The wind, almost omnipresent, embodies the oppression that accompanies the ghost, as if its only companion were nothingness.

The characters, for their part, express themselves only through gibberish, in order to convey the strangeness of their world, while occasionally bringing a slight touch of humor to this melancholic and dark canvas.

I would like to thank my collaborators for their generosity and commitment; their voluntary work was invaluable in bringing to life this sonic dimension, so essential to the film, whose final result exceeds all my expectations. "

Meissan Mehdi



PRODUCTION NOTES

GRAPHIC APPEARANCE

The "scribbled" style allows for speed while maintaining a raw look, faithful to the project's aesthetic. Deliberate simplicity giving the animation an immediate and recognizable identity.

The initial objective was simple: to create an animation accessible to all audiences, while exploring very dark themes and visuals. The film's overall aesthetic is closely linked to the story, highlighting the characters' human and torn sides.

The lighting visual effects serve to reinforce important focal points, such as the characters' eyes, as well as key plot elements. They bring a touch of modernity and dynamism with the hand-drawn drawings.

STRONG VISUAL STORYTELLING

The visual narrative of Cursed Hearts relies on shots and scenes that are strongly defined, both in their composition and their style of representation. The world was designed to tell the story primarily visually, appealing to the viewer's intuition.

The film appeals to instinct: it's not necessary to understand every detail, but simply to read and feel the characters' emotions. These emotions thus become a true guide for reading the story and play a central role in the narrative experience.

A LIVING AND UNKNOWN UNIVERSE

The whole point of Cursed Hearts lies in the discovery of this strange world, populated by diverse and original creatures. The goal is to immerse the viewer in a universe filled with mystery and wonder, without them ever knowing exactly where the story will take them. Each sequence of shots is designed to arouse curiosity and the desire to continue exploring, giving the audience the feeling of being in completely unknown territory.

ANIMATION

It was a real challenge to make a 14-minute film entirely animated and hand-colored. It blends Japanese anime and traditional Disney animation, while maintaining the expressiveness and organic character (bone structure, weight, squash/stretch).

The transformations were carefully animated to accentuate the character's pain. The jerky nature of the animation, initially a technical constraint, reinforces the disturbing aspect of the universe and gives it a certain charm.

Cœurs Maudits

LOOKING A PRODUCER FOR A...

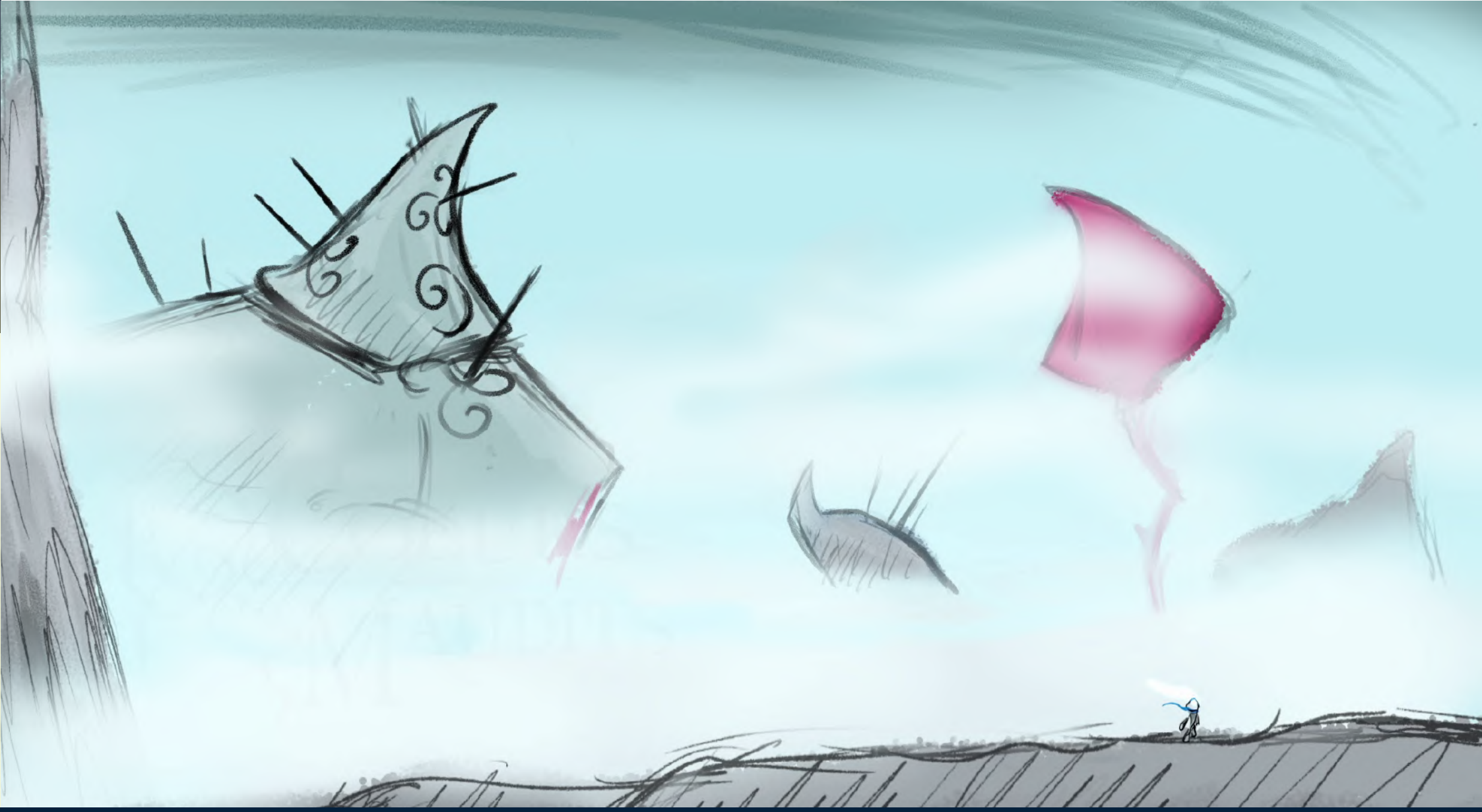
FEATURE FILM !!

Currently being created, the animatic (animated storyboard) for the feature-length version is already in production. The film is expected to last approximately 2 hours and will present the continuation and outcome of this story, intended for theatrical release.

For this project, I will be looking for create a small but passionate team, in order to maintain the work entirely handcrafted, To preserve complete freedom of expression and creativity. The required budget doesn't need to be enormous; the short film has shown that it is possible to make a quality film with limited resources, and in a very short timeframe (less than three months!).

I am convinced that this feature film could reach a wide audience thanks to its universal and deeply human themes. In an increasingly divided world, I hope, through this project, to create a direct and human connection with viewers and bring people together around a worthy cause: feelings and love in the face of forms of oppression.

For any inquiries, please contact me at : *meissan.artist@gmail.com*



Trailer: *watch*

Private links available to programmers upon request.

For interviews, press requests, and inquiries, please contact: *meissan.artist@gmail.com*

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